

SEGA

GENESIS

16-BIT CARTRIDGE



G:16

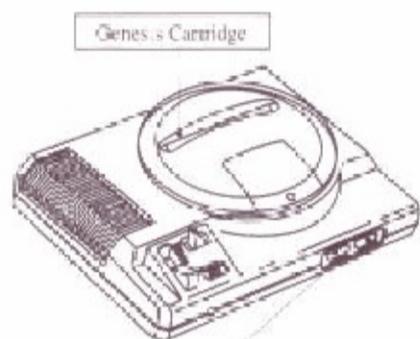
# BATMAN™ RETURNS

INSTRUCTION MANUAL

HardGuide

## Starting Up

1. Set up your Genesis System.
2. Plug Control Pads in port 1.
3. Make sure the power switch is OFF. Place the *Batman Returns* cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch ON. You'll see the SEGA screen, followed by the opening sequence.
5. View the opening sequence. Then press Start.



Genesis Cartridge



Genesis Control Pad 1

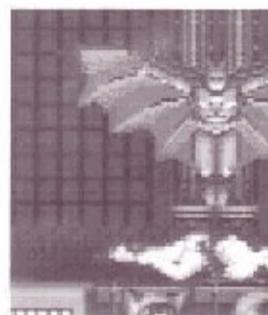
- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is *firmly* in the console, and turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

## The Caped Crusader™ to the

It's not what it looks like. Not at all.

It wasn't **Batman** who released that vicious swarm of bats on the unsuspecting Ice Princess. (That's what a dastardly villain wants you to believe.) It was a fiendish ploy to incriminate **The Caped Crusader**.



As a champion of goodness and justice in a city of trickery and treachery, **Batman** takes on the preposterous **Penguin** and his **Red Triangle Circus** performers. Plus you'll encounter flying gargoyles, acrobatic henchmen, and various breeds of pyromaniacs and way r

And last, but most certainly not least, you'll meet the mistress of felines herself, the cunning, spurious, mysterious **Catwoman**.

She's not exactly a friend of yours. Although she doesn't favor the **Penguin** either. So don't count on anything but trouble from her...



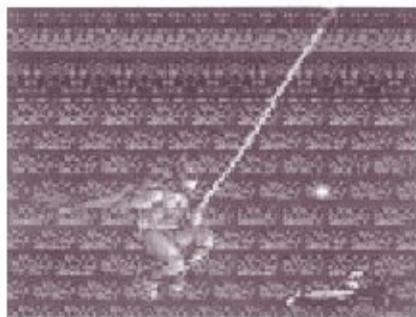
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## BATMAN RETURNS

...and you won't be disappointed. Keep in mind that **Catwoman** has nine lives. And you can be sure she'll use every last one.

Now while we're on the subject of *using* things, you'll have quite an assortment of gadgets under your **Batman** belt.

You'll have your infamous grappling hook that lets you scale towering heights in the time it would take you to bat an eye.



You'll also have your razer-sharp, fling-it-with-your-wrist **Batarang** that'll stun just about any enemy you meet. Or use your Super-seeking **Batarang** to snuff out everyone on the screen.

Blast thugs, clowns, acrobats, flame-throwers and parachuting penguins out of town with your **Grappling Gun**. Stun unsuspecting criminals with your smoldering **Smoke Bomb**. Or unleash a swarm of bats on the Penguin's crusty cronies.

You start with a limited supply of weapons. But there's more hidden in and around **Gotham City**. So go ahead. Check behind that dark corner. Knock out that wall. You'll never know what's hidden there.

You are the last hope to the people of **Gotham City**. And they're counting on you. Desperately. Because if **Batman** can't clean up **Gotham City**, nobody can.

4

## Taking Control

D (Directional) Button



### START:

- Starts the game, or goes to the Options screen and then starts the game.
- Pauses a game to let you select weapons from the Utility Belt.
- Resumes paused game.

### D-BUTTON:

- On Title screen selects "Start" or "Options".
- On the Options screen, chooses an option and changes its setting (please see page 5).
- Moves **Batman** left and right. DOWN makes him crouch. UP helps him climb ramp and scale walls.

### BUTTONS A, B OR C:

- Makes **Batman** use a special weapon, jump and use grappling hook or batarang.

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## Controlling Batarangs, Batwings Bad Guys and More

What an array of weapons you've got under your belt! Here's how to use 'em...

### SELECTING WEAPONS

Press **Start** to get under your Utility Belt.

Then press the **D-Button RIGHT** or **LEFT** to make your selection. Press **Start** again to resume play with new weapon.



**Note:** You can only get weapons that you have. You may run out of some weapons.

### USING WEAPONS

Face **Batman** in the direction you want to attack and press the **SPECIAL WEAPONS BUTTON** (**Button A** if you don't make any options changes).

### GRAPPLING

Hold the **D-Button UP** and press the **JUMP BUTTON** to release the grappling line. Then "tap" the **JUMP BUTTON** again to land on the next ledge. Or else "hold down" the **JUMP BUTTON** to shimmy up the line. Then press the **D-Button RIGHT** or **LEFT** to swing

### SWINGING WITH YOUR GRAPPLE

To swing from place to place, hold the **Button RIGHT** or **LEFT** while pressing the **JUMP BUTTON** twice. (See grappling on the previous page.)

### FLAPPING YOUR WINGS

You can flap Batman's cape like wings by holding down the **SPECIAL WEAPONS BUTTON** while in mid air or by pressing the **JUMP BUTTON** and **SPECIAL WEAPONS BUTTON** simultaneously.

### PUNCHING AND KICKING

- For reliable, old-fashioned martial arts, press the **ATTACK BUTTON**.
- To punch, press the **ATTACK BUTTON**.
- To kick high, hold the **D-Button RIGHT** or **LEFT** and press the **ATTACK BUTTON**.
- To kick low, hold the **D-Button DOWN** and press the **ATTACK BUTTON**.

## Selecting Options

On the Title screen, press the **D-Button DOWN** to select "Options". Then press **Start** to go to the Options screen. Press the **D-Button UP** or **DOWN** to place the bat by your option selection, and press it **LEFT** or **RIGHT** to change the setting.



### SOUND TEST:

To check the sound, press Buttons **A**, **B** or **C**.

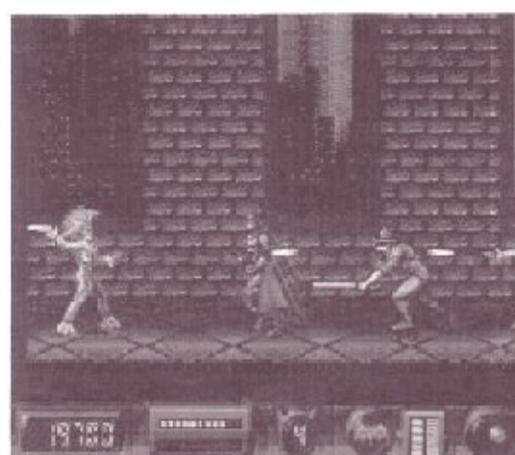
### PLAYERS:

This is the number of lives you have. You can select 3, 5 or 7 lives by pressing the **D-Button RIGHT** or **LEFT**.

### CONTROL:

Here's where you can change which buttons you'd like for **SPECIAL WEAPONS**, **ATTACKING** and **JUMPING**. You have three combinations of choices. To change them, press the **D-Button RIGHT** or **LEFT**.

## Getting Gotham City Back



score life lives utility flight weapons  
energy left belt power in use

How do you clean up a city that's dark, the dank, the muck? That thrives on crime in the streets?

You do it at night. In the streets abandoned stores. In underground sewers you do it alone.

You may find help. But probably not.

And it's **The Penguin** and his pack of costumed criminals against you.

You'll have to fight hard. And so will you. You'll have to keep your energy up. And look-out for more energy.

You'll have to choose your weapons carefully. And time each move perfectly.

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## Batman's Gadgets

What sets **Batman** apart from the other super heroes is that he's always had the *best toys*.

The **Batmobile**... **Batarangs**... The **Batskiboat**...

Maybe it's because he was once a rich kid. Maybe it's because he's **Bruce Wayne**. But whatever the reason, there are now more great toys (or, if you prefer, *weapons*) than ever.

Here's what you've got and how they work:

### UTILITY BELT POWER-UPS

You start the game with at least one of each weapon under your belt. As you move through Gotham City, you can collect more of each weapon along the way.

Your Utility Belt can carry up to 99 of each weapon. So pick up all the power-ups you can find. You'll have plenty of room to store them. And, as you know, you can never, *ever* have too many power-ups!!

Here's what you get when you start the game:



10 regular batarangs	3 smoke bombs	1 bat swarm	1 grappling gun	1 super-seeking batarang
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### BATARANGS

Fling 'em fast and hard. It's amazing that this innocent-looking little black disc can be so deadly. Be sure to grab up every Batarang power-up because each one gives you up to 20 Batarangs at once.



### SMOKE BOMBS

These explosives can really put the heat on someone - *if you* toss them right. Rush up and pound your enemy while the smoke is still in his or her eyes.

### SWARM OF BATS

No fancy marksmanship needed here. Just throw these little critters and watch what happens when they fly in the face of danger.



### GRAPPLING GUN

Call it a harpoon. Call it a dart gun. Call it whatever you like. Because when you hit one of those clowns with this, *they* call it quits.

### SUPER-SEEKING BATARANG

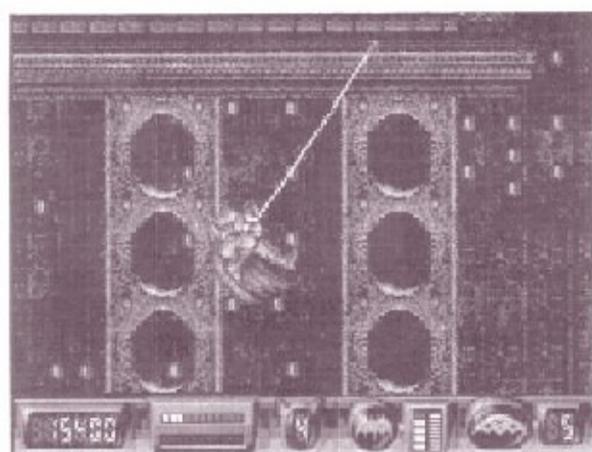
This shining gem can track down enemies anywhere on the screen - no matter which direction you throw it. And once it tracks them down, it takes them out.



### GRAPPLING HOOK

To reach places too high to jump to – or where no foothold is available – use Batman's grappling hook. Fling the hook towards a ledge or opening to let it "catch." Then let the line pull you up.

You can also use the grappling hook to swing from place to place to avoid danger below.

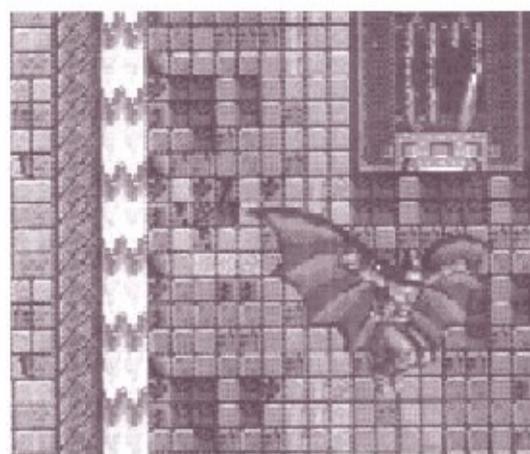


To use your grappling hook, hold the D-Button UP and press the JUMP BUTTON to release the line. If the line "catches", tap the JUMP BUTTON again to jump onto the next surface. Or hold the JUMP BUTTON down to slowly move up the line.

To swing from your grappling hook, hold the D-Button UP and press the JUMP BUTTON to hook the grapple. If it hooks, press the D-button RIGHT and/or LEFT to swing back and forth or to swing from place to place.

### WINGS

You can spread your wings and glide in m flapping your cape. Your wings are partic useful when trying to collect power-ups i out-of-the-way places. And they help you damage in dangerous places -- like spiked



flight power indicator

You start the game with a certain amount power. Each time you glide, you use a lit You can get more flight power by collecti Batman's cape power-ups.

To flap your wings, hold down the SPEC WEAPONS BUTTON when jumping or fl through the air.

### BATMAN'S BOOTS

The soles of your boots are invincible to f electricity, bullets, bombs and other deadl ments. The trick is to kick to shield yours

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## Batman's Lives

You may not have as many lives as **Catwoman**. But you can start with up to 7 lives. And you can extend your up life meter and number of lives along the way by picking up hearts, pulsing hearts and Batman masks.



Regular hearts give you 4 units of life energy.



Pulsing hearts restore your life energy meter to full.



Batman masks give you an additional life.



life  
energy

lives  
left

Each time you start a new level, your life energy is restored to its full capacity.

## START A LIFE

You start the game with 3, 5 or 7 lives depending on your options setting. (See **PLAYERS**). Each time your life energy runs out, you lose a life. When you lose all your lives you have the option to start over or to continue.

## CONTINUE

If you chose to **CONTINUE** you will start at the beginning of the act (not the level) in which you were last playing. When you start this way your life energy and number of lives will be restored to their original amounts. You will also start with a new set of weapons under your belt.

## GAME OVER

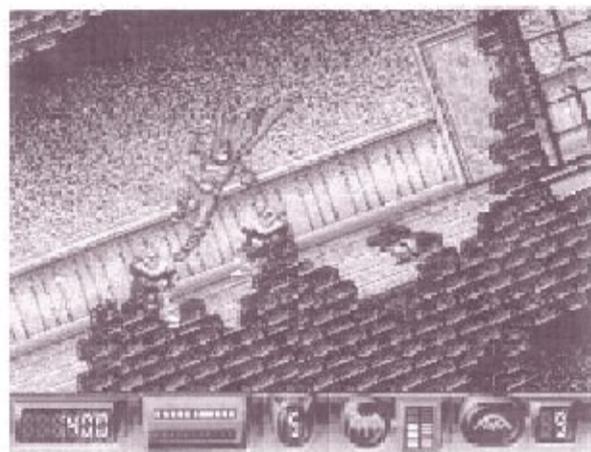
At the end of the game you battle **The Penguin** on his own home turf. He's sure that *he* has the advantage. Prove that he's wrong.

## On the Level

There are five unique acts to play through. And each act is made up of three to four levels. Plus there is an opening and ending sequence as well as a couple of hidden bonus levels.

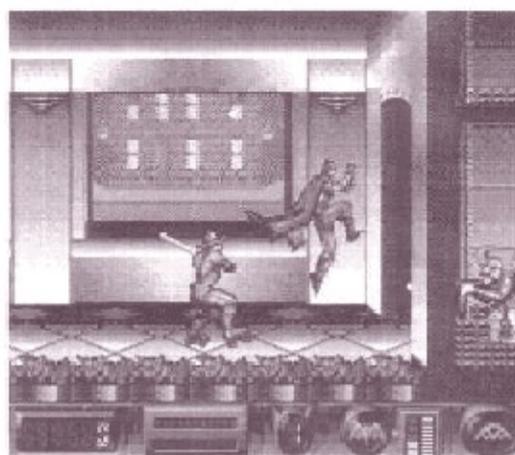
At the end of each level you must defeat the boss - who may surprise you. At the end of each act you'll contend with the portly Penguin himself.

Here's a hint of what you'll find in each act:



### ACT I: GOTHAM CITY

Scale the skyscrapers on your ascent toward the rooftops. Once there, dodge the Gargoyle's fireballs and defeat thug acrobats. Then take the secret passage through the remains of an abandoned building on 22nd Street - but don't get sucked in!



### ACT II: SHRECK'S WONDERLAND

Looks like Catwoman's been here. It must have been a "fire sale." Don't get "rolled over" by the merchandise. It could cost you your life!

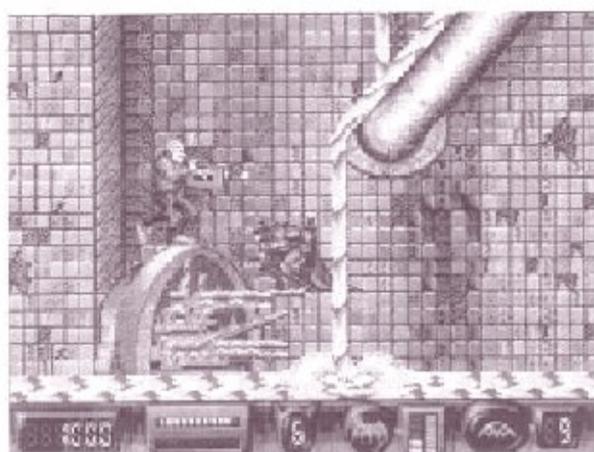


### ACT III: THE RED TRIANGLE CIRCUS

If you can't join the circus, beat 'em. You'll escape through the animal cages and progress to the house of mirrors. Then catch the last train out of town.

**ACT IV: INTO THE SEWERS**

Go with the flow here. (Unless you're headed for sawed-off water pipes.) And beware of The Penguin's Water Cannon.



**ACT V: THE PENGUIN'S LAIR**

Save some flight power for this place. Because you'll really need to glide. Defeat **The Penguin** now. And give **Gotham City** back to the people.

**Scoring**

Your score is added up at the end of each level. Here's how it's all figured:

**PICK-UPS**

- Big Weapons
- Big Heart
- Big Wing
- Small Weapons
- Pulsating Heart
- Small Heart
- Extra Life

**ENEMIES**

- Juggler
- Organ Grinder
- Thin Clown
- Pitch Fork Guy
- Sword Swallower
- Widget Clown

## BATMAN RETURNS

Rocket Clown	2,000
Thug Acrobat	500
Gargoyle	800
Head	500
Unicycle Clown	1,000
Stone Gargoyle	1,500
Motorbugs	1,000
Motorbugs with Guns	1,500
Flame Throwers	1,500
Bowlers	1,000
Roller Skate Sewer Thugs	1,000
Knife Girls	1,000
The Penguin's Knife Girls	2,000
Level Bosses	20,000

## Hints and Tips

- If you can, put off picking up the health power-ups (hearts) until your life energy meter is below half. This way these power-ups are more valuable to you.
- Use the swarms of bats, grappling Super **Batarangs** sparingly. Save the Super **Batarangs** for the level bosses. Regular **Batarangs** and bombs are enough for most enemies.
- Here's how to achieve wider swings when you've attached your grappling line to a surface:
  - 1.) Keep the JUMP BUTTON pressed.
  - 2.) Wait for **Batman** to stop swinging.
  - 3.) Lengthen the grapple line by pressing down on the D-Pad.
  - 4.) Start swinging by pressing left and right repeatedly on the D-pad.
- Your glider wings will help you reach hard-to-get places.
- You never know where you'll find power-ups. Try punching out a wall and see what happens...

- Learn where the power-ups and level bosses are so you can take the most direct route. That way you won't have to battle each and every enemy.
- **Be Patient.** Don't rush an encounter or hurry through a level. You have all the time you want because you're not clocked.
- Use regular **Batarangs** instead of other weapons whenever you can because there's an ample supply of **Batarang** power-ups throughout **Gotham City**.
- To conserve your weapons, use your fists against lower-level enemies and even against level bosses whose health points are down to three or less.
- Power-ups are hidden in both obvious *and* unlikely places. Be sure to search for them whenever you have the chance.
- Don't go head-to-head against the level bosses. Be evasive.
- Use your grappling line or special cape to help you get those out-of-the-way power-ups.

### Handling the Cartridge

- ❖ The Sega Genesis Cartridge is intended exclusively on the Sega Genesis System.
- ❖ Do not bend it, crush it or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the Cartridge.

### WARNING TO OWNERS OF PROJECTION TVS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor CRT. Avoid repeated or extended use of games on large-screen projection television.

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### Limited Warranty

Sega of America, Inc., warrants to the original consumer that the Sega Genesis Cartridge shall be free from defects in workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day period, Sega will repair or replace the defective cartridge or part, at its option, free of charge. This limited warranty does not cover defects that have been caused by negligence, accident, unauthorized modification, tampering or any other causes not related to the materials or workmanship. To receive warranty service, contact the Consumer Service Department at this number:

1-800-USA-SEGA

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO THE RETAIL SELLER.** Return the cartridge to Sega Consumer Service Center. Call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on how to return the defective cartridge to us. The cost of returning the cartridge to the Sega Consumer Service Center shall be paid by the purchaser.

### Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after term of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the cost of the repair. If you elect to have the repair done, you will be required to ship the defective merchandise, freight prepaid and insured, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the repair. If the repair is provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you. Payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to the 90-day period from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any implied warranties.

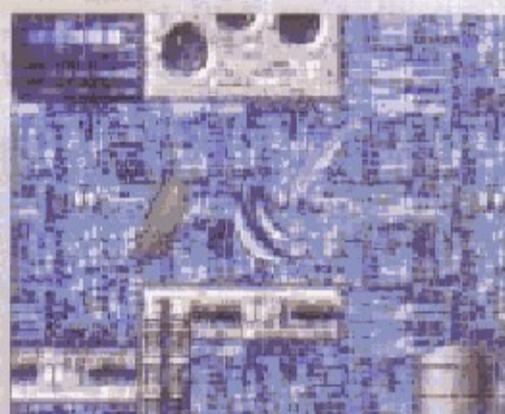
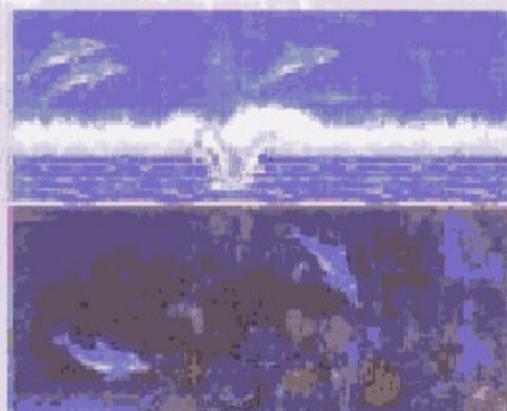
The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long a warranty lasts, or exclusion of consequential or incidental damages. If the above limitation or exclusion may not apply to you, this limited warranty provides you with specific legal rights. You may have other rights that vary from state to state.

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**NEW ADVENTURE GAME FROM SEGA**

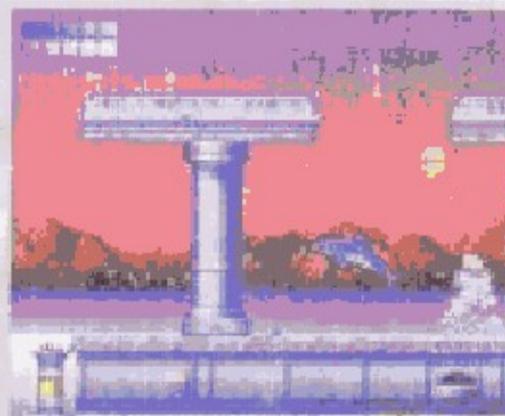
# ECCO THE DOLPHIN™

You are Ecco, a powerful young dolphin. A mysterious storm has swept your family from the sea. The search to find them will take you through vast underwater realms of treachery, beauty and adventure. Use your sonar to discover hidden caverns and unlock the secrets of crystal glyphs.



Charge packs of bloodthirsty sharks. Dive deep...but don't linger too long, because you're a mammal and need air to breathe. In your quest, you'll discover that more than your family's safety is at stake. The fate of the whole world rests your wits and fins.

- Explore over 25 giant levels of solving puzzles and fighting denizens of the sea.
- 8 Megs of aquatic excitement with password save.
- Knife through the waters, flip above the waves, with motions created from real dolphins.



US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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